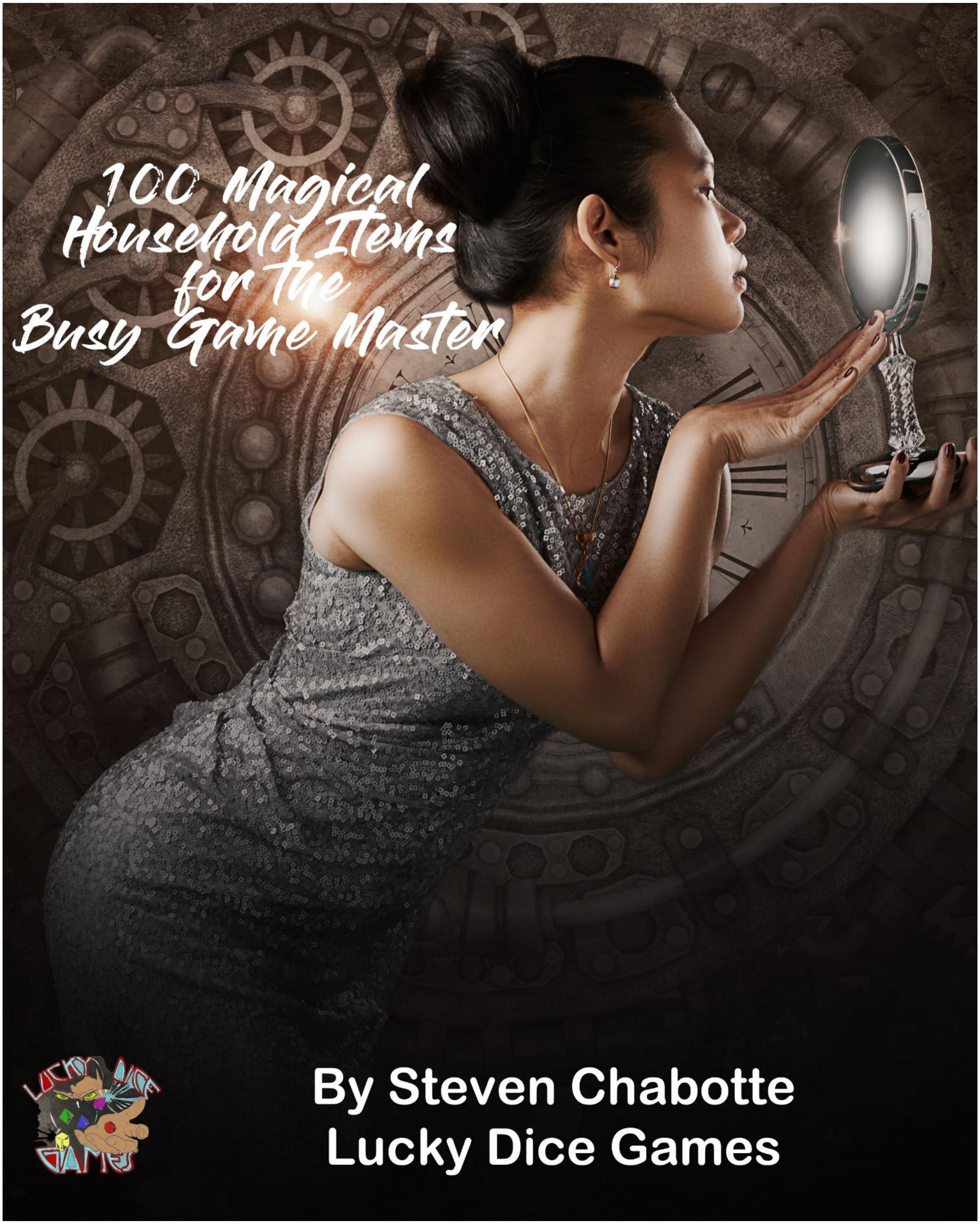

100 Magical
Household Items
for the
Busy Game Master
By Steven Chabotte
Lucky Dice Games

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Welcome to **100 Magical Household Items for the Busy Game Master** – a list of odd and unusual magical items built with a household item as its receptacle of power. Each piece in the list is a unique magic item with primary properties related to household activities but can generally be repurposed for other activities with a bit of thought. An adventurer can use many items in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a particular household at its core, but feel free to change the type of item to another household necessity or knickknack to make it something your party members would appreciate better.

Each magical household item in this list has one or more fascinating abilities. As the game master, feel free to tinker with the items and change their type or magical abilities to fit the characters in your game world. Here are a few of the hundreds of household items you can match to magical abilities to create interesting items for your adventuring party.

- Apron
- Art
- Bedding
- Bench
- Blankets
- Broom
- Brushes
- Buttons
- Candles
- Carpet
- Chairs
- Comb
- Curtains
- Desk
- Fan
- Fireplace
- Forks
- Glasses
- Hammock
- Hourglass
- Jars
- Jewelry Chest
- Keys
- Knives
- Ladder
- Ladles
- Lamp
- Mirror
- Mortar & Pestle
- Mug
- Pans
- Plates
- Pots
- Razor
- Scale
- Scissors
- Sewing Kit
- Smoking Pipe
- Spoons
- Stove
- String
- Sundial
- Table
- Tapestry

Take a bit of time to read each item in the list. Think of ways to make some of them a perfect fit for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of treasure and deciding which player benefits from its capabilities the most. Some of the items require attunement to be used. Others do not. Each item that needs attunement states this fact in the description.

Use this list to choose a random household item by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	The **Quizzical Sphinx** is a painting of a sphinx with a supplicant seeking its wisdom. They are in a beautiful desert oasis with several palm trees and a mirrorlike pond beside them. The frame is made of simple pine carved with dozens of questions. After spending ten minutes staring at the frame, the pond's surface starts rippling. The person can then ask a question of the sphinx, and a yes or a no will appear on it for a few seconds before settling back to its mirrorlike surface.
2	The **Ladder of Exquisite Balance** is a quad-folded wooden ladder that measures 16' when fully extended. This ladder maintains its balance no matter its angle or weight. Whether it is laid vertically on a wall or set at a 45-degree angle over an open space with no top support, it stays erect until it is repositioned or refolded.
3	The **Hand Mirror of Invisible Infestations** is a silver-backed glass mirror set in a handworked pewter frame molded to show a variety of frightening creatures. The handle is made of cow bone. Looking into the mirror will show if the user is infested with any brain parasite or if a psychic intrusion recently violated the person's brain.
4	The **Spoon of Safety** is a simple crudely-carved wooden spoon with symbols covering its bowl. The symbols comprise an anti-poison, anti-disease glyph. Any food that touches the spoon is automatically rendered safe. The handle tingles a bit when purifying the food to signal the owner that the food is dangerous should the user care to share this information with other party members.
5	The **Quartz of Light** is a small piece of quartz made into a pendant that hangs from a necklace. When night falls, the quartz radiates very dim light, giving off just enough to vaguely make out the items in a room. It is the magical equivalent of a night light.
6	The **Top of the Bitter Rainbow** is a child's toy top painted with stripes of various bright colored paints and perfectly balanced to spin for a long while. When spun, its colors blend to form a beautiful rainbow on its surface while spinning. However, if there are ghosts or other undead within 50', the colors combine to create a black surface.
7	The **Mirror of the Neat Appearance** is a hand mirror made of polished silver behind a transparent glass sheet. It is mounted in an oval frame of burlwood carved with elegantly dressed figures. When someone stares into the mirror, it shows that person in the best light, clean-scrubbed, well-groomed, and dressed in fine clothing. If that person stares in the mirror for

	a full minute, its magic transforms the person's appearance to match that shown in the mirror.
8	The **Powder of Hiding** is a box filled with a white chalky powder. A pinch of powder sprinkled on an object makes it disappear from view for four hours. It was created to help haggard homeowners hide unsightly messes before guests arrive, but it has many other uses.
9	The **Mirror of Locations** is a simple 2'x2' wall mirror in a copper frame. The frame has four removable buttons, each carved with a different symbol. If someone looks into the mirror and takes a button, that person's image and location will be constantly shown as a small image on its surface until the button is returned. If the person's image is touched, the current location fills the entire mirror, and any sounds or conversations are shared through the mirror. When the image is touched again, it shrinks down to its prior small size. It can track and monitor up to four people at a time.
10	The **Statuette of the Clover** is a beautiful statue of a lamb contentedly munching clover in a rich green field. It measures six inches high by 8' across. If the lambs head is rubbed, the user gains a bit of luck for the day. One small event that would have gone bad instead becomes successful. Examples of this type of luck include successfully negotiating a price for goods, not tripping and falling into a hole, or being in the right place to find a small coin-filled purse on the street.
11	The **Blanket of Darkness** is a comfortable cotton blanket covered with sheep jumping over a white picket fence with moon-illuminated clouds in the background. When thrown over a humanoid, a deep, restful sleep occurs instantly. If the humanoid doesn't want to sleep, it must make a DC 15 Constitution saving throw to stay awake. Sleep lasts for a full eight hours. The only way to wake the sleeper during this period is to remove the blanket.
12	The **Pipe of Fragrant Smoke** is a calabash pipe carved with a gnome figure on its bowl. Its bowl holds a generous portion of tobacco and burns smoothly. When lit, the pipe emits large puffs of aromatic smoke that quickly obscure a 10' square area. The one smoking can see clearly through the smoke while others have difficulty. A bowl of tobacco emits smoke for five minutes.
13	The **Rainbow Brush** is a finely crafted mahogany brush with horsehair bristles. Its handle has several colorful rings, all except one of which has multiple colors along its band. As the rings are spun, the solid-colored ring changes color based on the alignment of colors from the other rings. When the solid-colored ring is the color the user wants, it can be used to brush over a piece of clothing and turn it into the color represented by the solid-colored ring.

14	The **Stein of Tipsiness** is a beautifully crafted ale mug featuring a festive scene on its exterior. A close examination shows that all pictured are having a great time but with some moderation. When the stein is picked up by someone who is not too drunk, it fills with ale and will keep filling with ale until the stein determines that the drinker is at just the right level of drunkenness to have lowered inhibitions but still able to function at a reasonably high level.
15	The **Cane of Protection** is a carved maple walking stick. Its design is a vine wrapped around a person's feet falling to the ground. The cane excels at tripping and tangling someone of bad intent. Whether at home or used as a walking stick, it protects the user from cutpurses, pickpockets, and other thieves. Acting on its own as a surprise attack, it attempts to trip up the bad person in whatever entangling items are nearby. If the blackguard fails a DC 17 Dexterity saving throw, that person will become entangled for one minute.
16	The **Whistle of Manners** blows at frequencies heard by beasts. It is solid silver and engraved with a hunting scene featuring a dog holding a pheasant in its mouth. When the user concentrates on a type of beast and blows the whistle, the beast falls under the user's control (per the dominate beast spell) if it fails a DC 15 Wisdom saving throw.
17	The **Deck of Future Friends** is a simple deck of cards in a wooden carrying case showing a painting of two people playing a card game together. When the deck is placed on a table, and the user plays a solitaire game, someone will quickly come up and suggest playing a friendly game of cards. That person will be chatty and warm as long as the game is played. The deck weaves a subtle friendship spell on the players to ensure both have a good experience.
18	The **Fleet Music Box** is a burnished oak box containing a tiny band playing lovely dance melodies when opened. When opened, the music is so captivating that everyone hearing it feels compelled to dance and suddenly gains skill in dancing so that the group looks like the dancers at a fancy ballroom dance. A DC 15 Wisdom saving throw will allow a person to shrug off the effect if so desired.
19	The **Stationery of Fleetness** is a simple stationery set in a leather box. It contains 50 sheets of paper, a quill pen, a filled inkwell, a wax seal with wax, and an ink blotter. When a message is written on one of the pieces of paper and the recipient's name is written on the opposite side, the paper folds itself, puts a wax seal on itself, and magically transports itself to the recipient.
20	The **Pan of Perfection** is a well-seasoned cast iron frying pan with plenty of nicks and scratches from long use.

	Due to its long use by a long-dead gourmet chef, the pan acquired the magical ability to know exactly what temperature and amount of time to cook particular dishes to allow them to cook to perfection.
21	The **Parchment of Exquisite Folding** is a light brown piece of parchment of medium stiffness. When held up to the light, tiny glyphs can be seen embedded in the paper. The parchment can be folded into various beast shapes, each of which will be approximately 2’ in size. The beasts animate and move based on the mental commands of the one who created the form. The beasts have a movement speed of 30’ (or a flying speed if a flying beast is made, etc.) and can transmit everything they see and hear to the creator up to a distance of one mile.
22	The **Cup of Changes** is a stoneware cup with a rough interior surface. The indentations are all the protrusions of small gems worked into the material of the inner part of the cup. The bottom of the cup has a glyph. When the cup is filled with liquid, it immediately transforms into a tasteless dark purple bubbling concoction. If the entire drink is gulped in one go, the imbiber gains the ability to change form to another humanoid (a perfect disguise) at will for four hours.
23	The **Box of Disappearing** is a wooden box colorfully painted with images of childhood toys. The top lid is on a hinge that swings open, giving access to the rather large interior. An item placed in the box disappears for 24 hours before reappearing beside the box. It was originally designed to punish rowdy children by hiding their toys, but this device has many other uses.
24	**Whistle** is a tea kettle that, when filled with water, emits a lovely tune when the water is at the perfect temperature for brewing tea. The kettle needs no heat source. Just fill it with water and wait for it to whistle. Then open the top, pour in the tea leaves, and wait a few minutes for them to steep before pouring eight perfect cups of tea.
25	The **Candles of Merriment** are a box of candles decoratively carved with dancing figures. When they are displayed in candle holders or sconces on the wall, they automatically light when people are in the room and extinguish when they leave the room. While lit, each flame splits into two, and the two figures dance above the candle to the very faint strains of a waltz.
26	The **Globe of Foreknowledge** is a transparent sphere made of glass. Inside it shows a miniaturized scene of the region out to ten miles, whether it be a town, woods, mountains, or another area. When the globe is shaken, it shows the area’s weather conditions for the next 24 hours as a slow-motion movie.

27	The **Piggy Bank of Holding** is a carved six-inch pig painted pink. It was carved as two pieces and then glued together. The top has a slot, and the bottom has a plug. The piggy bank can hold up to 5,000 coins, added one at a time in the top slot. The bottom plug can be removed to shake the piggy bank and extract coins. The bank will dispense the exact number of coins the wielder wishes as long as that many coins are in the bank. If not, it will only dispense the number it has. The bank does not know the denomination of the coins, so it will dispense a random selection of what is in it at any given time. Nothing but coins can be put in the top slot, and nothing can be placed in the bottom hole except the plug.
28	The **Stationary Set of Secrets** is a set of paper, envelopes, ink, a stylus, and a mirror in a small leather box. A blank piece of paper can be placed in an envelope and sent to someone. When that person opens the envelope, the box will glow slightly. When the box is opened, the mirror acts as a private two-way communications system allowing the people on the two ends of the system to communicate telepathically. The magic lasts for one hour.
29	The **Broom of Cleanliness** is an all-purpose straw broom with a hickory handle. It is well constructed and looks equally adept at cleaning the floor as beating dusty rugs. On command, the broom cleans whatever it is told to clean. It enlarges and reduces as necessary to do a proper job. Being able to change sizes makes it perfect for cleaning items as delicate as drinking glasses to as robust as cleaning all the floors of a very dirty house. The dust and grime disappear as the broom scrubs the items clean.
30	The **Jar of Sweet Lies** is a masonry-style jar with several holes punched in its cover. The glass jar is decorated with a honeybee. If the owner pictures a particular type of insect and adds a few drops of vinegar to the jar, it will attract all nearby insects of that type. As they climb the holes into the jar, they transform into honey. When the jar is full, or an hour has passed, the magic stops, and the vinegar evaporates, leaving behind a jar filled with sweet honey.
31	The **Gardener's Helper** is a small shovel and bucket (like a child's beach shovel and bucket). They are covered with complimentary images showing that they are a set. The user can focus on a spot up to 30' distant and start digging with the shovel and tossing the dirt into the bucket. Each shovelful of dirt the user digs is amplified 100-fold at the remote spot. The soil dug forms a pile in the air, representing the dirt in the bucket. The dirt from the real hole follows when the bucket is carried away and dumped someplace out of the way. This tool allows large holes to be dug quickly.
32	The Wine Press of Bacchus is a wooden bucket with a built-in screw press. The bucket is decorated with nymphs dancing in a large bucket of grapes.

	The bucket is filled with grapes, and the press is turned. The process magically transforms the grape juice into a quality wine that pours from the spigot built into the bottom of the bucket. It can make up to three gallons of wine daily.
33	The **Door Butler** is a door knocker with a distinguished face wearing a top hat engraved into it. When someone approaches the door, the door butler has a preprogrammed conversation with that person and passes along the information to the owner. As long as the owner is within a mile of the butler, they can converse back and forth psychically. The psychic contact allows for a two-way conversation with the entity at the door.
34	The **Pots of Plenty** are a set of cast iron pots, stirring spoons, and ladles. The bottoms of the pots are decorated with engravings of flames, and the spoons are decorated with various types of food. When the pots are placed on a fire and some food added, the pots will magically fill to the brim with wholesome, hearty food. They stay full until everyone is sated or two hours have passed. At that time, they magically clean themselves.
35	The **Ever Ready Hanger** is a foldable coat hanger that can hold a coat up to 20 pounds and keep it in perfect form. It is engraved with a variety of tailor tools. The hanger is always right where the owner needs it, whether at home or out. It magically shows up fully opened and ready to use. The owner can put a coat on it and hang it anywhere where it will stay until the owner removes the coat. While holding the coat, the hanger fully cleans it and protects it from others. Once the coat is removed, the hanger disappears until it is called forth again.
36	The Mirror of Sweet **Memories** is a delicate gold-backed mirror with a maple frame covered in carvings of hearts and rainbows. When one stares in the mirror for a few seconds, it shows a fond memory from the past. However, if one stares at that image for too long (more than 30 seconds), the image fades and is replaced with a horrifying vision of a past tragedy.
37	The **Umbrella of Sunshine** is a large umbrella measuring four feet across when opened. It is large enough to fit four people comfortably under its protective cloth. When used as protection from rain, snow, or other forms of precipitation, it forms a barrier of toasty warm sunshine that protects everyone, keeping them dry and warm.
38	The **Trunk of Organizing** is a good-sized chest made of cedar and painted a cheery yellow. A flower in perfect bloom is painted on its cover. Clothes can be dumped in the trunk in any order or condition. When the cover is closed, all the clothes are repaired, cleaned, and folded neatly. The process takes ten minutes. Once complete, the cover can be reopened, and the folded and organized clothes can be removed.

39	The **Lens of Letters** is a round magnifying glass set in a silver frame and a rosewood handle. The handle is very faintly etched with letters and symbols from various languages. One can look through the glass and read its contents in common when held over a document.
40	**The Gladiators** is a crude painting showing two gladiators fighting off a horde of foes. At the same time, a vague figure looks on from above as though judging their worth. The painting is a guardian set to protect the property and everyone who belongs there, including welcome guests. Any wishing to bring harm to the household must square off against the two gladiators as they step from the painting to defend the property and its owners.
41	The **Ladle of Candlemaking** is a copper ladle with a long thin candle engraved on its handle. When dipped in a pot of lard, the ladle magically transforms it into high-quality wax that can be poured into a candle mold containing a wick. Each candle becomes a candle of perpetual light that will burn brightly as long as it is lit. The candle can be lit and put out as many times as desired. One pot of lard produces enough material to make ten candles, and this power can be used once per week.
42	The **Step ladder of Infinite Heights** is a two-foot tall step ladder made of light wood. It has two steps and a top which could be considered a third step. The top has carvings in the top to show where to place one’s feet. The step ladder knows three commands; rise, stop, and descend. When one tells the ladder to rise, it will go up 10’ per round. The person on the ladder is perfectly balanced as long as the feet don’t stray from the carvings. It can rise to 1000’ feet. Telling the ladder to stop will stop it at its current position. Telling the ladder to descend causes it to fall 10’ per round. It will stop automatically when it is down or otherwise commanded to stop.
43	The **Balance Scales of Worth** is a set of scales with a feather on one end and a small cup on the other. A strict taskmaster created the scales to measure how well his workers performed every day. The worker would spit into the cup and place it on the scale. The worker performed well that day if the cup was lighter than the feather. If it was heavier, the worker did not complete a full day’s work and was docked pay accordingly. When word of this wonderful magic got out, the taskmaster made more and sold them to households as a way for families to see if their children were good that day or if they should expect a knock on the door from a neighbor.
44	**Snuff** is a small brass bell-like object with brass wings on top of it. When commanded, it flies around the entire house snuffing out every lit candle.

45	The **Box of the Sainted** is a small box made from the bones of an honorably deceased holy person. The top has small bronze hinges on one side and a bronze latch on the other. The inside is covered with purple felt. A minor boon from a diety is granted when a coin is placed in the box and then prayed over. Boons can include things like extending the life of cut flowers for another few days, having all the ingredients to make a special dessert, or even healing a minor wound or cold.
46	The **Amber Brush of Shiny Hair** is a horsehair brush with its backing and handle carved from a piece of burnt orange translucent amber that seems to have small sparks of lightning-like lightning bugs flying through the dusk sky. The brush has two functions. First, it collects all the static electricity generated by combing hair into itself. This process helps make smoother, more lustrous hair. Second, if it is forcefully shaken towards a target within 10’, it unleashes a bolt of lightning that causes 2D6 HP lightning damage or half as much with a DC 14 Dexterity saving throw. Once the bolt is discharged, it must be recharged by combing hair for at least ten minutes.
47	The **Perpetual Chew Bone** is half a cow’s thigh bone, dried and covered in runes. It has no smell. When the bone is tossed to a dog (or another carnivore), it smells like delicious fresh, bloody meat and will occupy the creature for hours. When the creature tires of chewing, it reverts to its inert self.
48	The **Match of Perpetual** Light is a simple wooden match. It is made from ironwood. The tip is covered with sulfur and other chemicals. When it is struck, it creates a cool flame. The flame can light a fire, lamp, or other flammable material. The matches flame goes out after one minute, ready to be used again.
49	The **Grinning Statue** is a carved marble clown with a huge grin. Underneath the base is a glyph. When set out, its magic fills the room and intensifies the humor level of anyone within it. A grin becomes a laugh, a chuckle becomes a belly laugh, and a genuine laugh becomes a belly-roll laugh.
50	The **Tub of Gator Goo** is a sticky, clear brown paste that smells vaguely of the swamp but in a pleasant way, not of rot. When rubbed on the hands, the goo is a superior cleanser to remove all dirt and grime, even that hard-to-reach dirt under the fingernails. One rub and a rinse, and the hands are squeaky clean. When rubbed on an object and held to a surface, it forms a strong bond making it exceptional for hanging things on the wall. A few drops of water put on the bond quickly dissolves it.

51	The **Cloth of Best Appearance** is a two-foot square, dirty-looking cleaning rag. The only thing special about it is its flexible copper strands forming a grid in the cloth. When the cloth is rubbed on an object, it makes it spotless and shiny, making the item look the best it can possibly look by placing a minor glamour on it to highlight its most spectacular features. The glamour lasts 24 hours; if the item is sold during this window, it can often bring in 25%-50% more than normal.
52	The **Garden Gnome** is a small colorful statue portraying a gnome in a cute yet ghoulish pose. They are typically placed in gardens as decorations but can often be found on shelves and tables in a house. Garden gnomes are guardians of both the garden and the house. They have an innate sense of what constitutes a garden pest or an unwanted house visitor. When one shows up, the gnome animates and ruthlessly attacks the unwanted intruder, either driving it off or killing it.
53	The **Versatile Knife of the Master Chef** is a small paring knife made of forge-hardened steel. Its handle has a stylized design that simultaneously improves its grip and tells a story about food preparation. The knife becomes the exact knife needed to do the task. Whether chopping vegetables, deboning a fish, slaughtering a creature, or breaking down a carcass, this knife does the activity perfectly. If this knife were to be used in a battle situation, its unique properties would give the user advantage on attack rolls.
54	**Cool Mints** is a small tin with 100 tablets. When the container is opened, one smells a fresh minty aroma and a slight chill. Cool mints were devised to help workers on a hot day. When one is ingested, a humanoid can withstand extremely hot weather for eight hours with no ill effects.
55	The **Welcome Mat of Turning** is a woven fiber mat with a welcoming sunflower scene. It measures 2’x3’ and is built to withstand all types of weather. It securely attaches to the floor when it is placed in front of a house (or doorway). Whenever anyone approaches, the mat weighs their intent. If it is unwelcoming (a salesperson, someone intending to cause harm, etc.), the mat emits a ward causing the unwelcome person to leave if failing a DC 17 Wisdom saving throw.
56	The **Faucet of Perpetual Waters** is a simple brass faucet with a bottom plate that can be attached to any surface. Examples include behind a sink or the rim of a bathtub. It has a built-in lever that can turn. When the faucet is mounted, turning the lever up causes fresh water to be dispensed. Turning the lever down shuts off the flow. The water is clean and at a constant 60 degrees.
57	The **Statue of Happy Thought** is a cute statue of an angelic cherub with a large belly. It lies in a basket looking up at anyone who gazes at it with a beatific expression on its face.

	Anyone who rubs the cherub's belly becomes uplifted for ten minutes. It washes all the cares of the day away and gives the user a chance to reset from a place of bliss.
58	The **Mirror of Potential Futures** is a full-body-length simple silver-backed glass mirror with a rather plain pine frame. When staring into the mirror for ten minutes, it shows potential scenes of events from the near future and the consequences of several possible decisions made at those events. None of the events dramatically impact the viewer's life, but better decisions made over time definitely lead to a better quality of life.
59	The **Fireplace of Memories** is a simple stone fireplace with its base made from a rare green mineral that causes fires to burn in it with a slightly green tint. Staring in the fire helps one remember things lost. Images slowly form in the fire showing the scene or event where the item or memory was lost, showing where it currently resides if it still exists.
60	The **Kitchen Timer of Second** Chances is an hourglass timer that holds enough sand to represent five minutes. When the timer is activated, a ten-foot area around the hourglass becomes encapsulated in a bubble. The bubble is "out of time" and stays intact for the duration. This bubble allows the cook to fix minor cooking errors without anyone knowing. The hourglass can work in any environment.
61	The **Dream Mobile** is a device with three short poles tied in the center. A string runs from the end of each rod to a ceramic butterfly. A chain attaches to the center of the pole and a hook on the ceiling, allowing it to be placed over a child's bed. As the person under the mobile dreams, the butterflies start flapping their wings, causing the mobile to twirl back and forth gently. If the dream turns into a nightmare, the mobile's movement becomes more frenetic as it attempts to absorb the bad elements, allowing the person to return to the land of sweet dreams. The mobile constantly moves as long as the person is in a dream state, which is a good way to determine if someone is sleeping.
62	The **Broken Sword of Careless Regrets** is a longsword that has seen better days. Its blade shattered near the highly stylized, gold engraved hilt. Now it sits in a holder on a mantle, a reminder of days past. When swung, the sword invisibly fills into its full length and becomes a +1 weapon that has advantage when attacking thieves. The sword must be attuned, but unlike typical magic items, everyone in a household can attune to it as it was built primarily as a home self-defense tool.
63	**Dealer's Choice** is a set of playing cards. The cards show some wear but are a beautiful set, with the face cards elegantly drawn to portray royalty in all its splendor.

	When attuned, the dealer can control whatever card game is being played. The dealer can control who wins and with what hand. For a friendly game, it is a great deck for keeping everyone happy. In the hands of a shark, it can be used to work the table to allow the mark just enough success to believe it is a fair game.
64	The **Curio Cabinet of Bored Existence** is a glass-fronted cabinet with several shelves. It is made of maple, finely polished, and varnished a deep color. The cabinet has very faint designs engraved in one of the deeper layers of varnish. The cabinet was created to make a dust-free cabinet where one can store valuables and knickknacks, and it does this job admirably. However, when it self-cleans, it moves things around on and even amongst shelves. Sometimes things disappear entirely, and new items of equivalent value appear to take their place.
65	The **Alligator Jaws of the Swamp** is a small alligator skull that is just the right size to fit on a fireplace mantle. If examined carefully, the inside of the skull is covered in carefully carved runes. The alligator is a security system. Any time an intruder is detected, whether humanoid, beast, or foul creature, the skull calls forth a group of spectral alligators to defend the home or other area where it is set up. It can detect intruders in a 30' range.
66	The **Tubs of Preserved Delights** is a set of quart-sized tubs with cork covers. Each tub is painted to show a particular type of fresh fruit or vegetable to make a nice presentation on any pantry shelf. The tubs can be filled with any food, cooked or raw, and then sealed with the cork. The food stays perfectly preserved until the tub is opened. If the food were placed in the tub hot, it would still be hot when it is opened.
67	The **Marble of Recorded Vision** is a small oval, eye-shaped glass object. It is white with a blue eye painted in the center. Someone examining it with a magnifying glass can see layers of runes written inside the glass in a three-dimensional pattern. When the marble is placed in a room, it blends perfectly into the environment, making it almost undetectable. While there, it records everything that happens in a 20-foot square area that it can see. When retrieved, the owner can cause the recorded scenes to be displayed on a wall, like a movie, complete with fast forward, reverse, and pause.
68	The **Stationary Set of True Delivery** is a beautifully tooled leather box with compartments for paper, ink, a stylus, wax, and a seal. The seal has a symbol that matches the symbol on the box's top cover. When a letter is written with this stationary set and sealed with the wax and seal, the matching art on the leather cover vanishes. When the recipient opens the letter, the seal on the box cover reappears. The cover turns black if the letter is opened by anyone else.
69	The **Table of Fitting** is a small dining room table and chair set, complete with tablecloth, place settings for four, and a candelabra set in its center.

	The table is an excellent bit of magic for parties. While taking up no additional space in a room, it magically expands and populates itself for any number of diners up to fifty.
70	The **Vase of Perfumed Scents** is a white glass vase painted with an image of a climbing rose bush in bloom. When flowers are placed in the water-filled vase, they stay in perfect bloom for seven days. During that time, they fill an entire small house with the delicate perfume of the flowers, and if they have no scent, they fill the home with the smell of roses.
71	The **Time Saving Washboard** is a wood board with metal slats designed to scrub clothes clean. The sides of the board are covered with a variety of flowers. The board is mounted over a large bucket. The homemaker tosses dirty clothes and water in the bucket, and the system soaks them in perfumed soap, scrubs them clean on the washboard, and rinses them in clean water before self-draining. When the process is complete, the clothes are ready to be set out to dry.
72	The **Steady State Fan** is a ceiling fan that spins languidly at a constant speed. At night, small runes on the fan blades can be seen glowing while it turns. They disappear if the blades are stopped. The fan's magic either absorbs or releases heat, whichever is necessary to maintain a comfortable environment in a full 1000 sqft or less house.
73	The **Greenhouse of Healing** is a small, portable greenhouse that can be set anywhere in the house and planted with various herbal seeds. It measures 4' long by 2' wide by 3' tall. The greenhouse magically creates the perfect environment for growing various herbs very quickly. Seeds are planted in the dirt on the bottom of the greenhouse and heavily watered. When seeding is completed, the greenhouse glows faintly as its magic creates concentrated sunlight directed at the soil. Within one day, the seeds reach maturity and are ready to be harvested.
74	The **Picnic Basket of the Pauper** is a well-worn wicker picnic basket with a checkered cloth lining. The cover is barrel-shaped to allow for the storage of plates, glasses, and silverware. The bottom is spacious and can hold an abundance of food. When hungry, opening the basket reveals an abundance of bland but nourishing food and drink, just enough to feed everyone in that particular group. When emptied, the plates and silverware are packed away, and the cover is closed. The basket makes odd noises for one minute as it cleans and resets itself. It only makes food if the person opening it is hungry and only makes enough to feed that person and their associates.
75	The **Ball of Projection** is a soft, spongy black ball that easily fits into one's hand.

	When held, the person can imagine a nearby room or area (up to 50’ away) and speak into it. That person’s voice will be projected to that place.
76	The **Wheelbarrow of Shrinking** is a standard-sized wheelbarrow made of think iron with a wooden wheel in the front and wooden handles in the back. The sides of it are engraved with scenes of an active quarry. When items are placed in this wheelbarrow, they shrink to one-tenth of their size and one-hundredth of their weight. When removed, they return to their normal size after a few moments. The extra carrying capacity is extremely valuable in construction, gardening, and a few other endeavors where large amounts of good must be transported a short distance.
77	The **Disks of Lifting** is a set of volcano glass disks varying in size from one to three feet. The glass is a translucent brownish black, and the center of each has a reddish design embedded within the glass. When a disk is slid under an object of up to 100 pounds, it will lift one foot off the ground and be able to be moved with ease. The disks operate via command word. Rise causes the item to float. Settle causes the item to gently descend back to the ground. The magic in the disks keeps the items stable while they are floating.
78	The **Box of the Red Cross** is filled with basic medical supplies, bandages, powders for headaches and minor ailments, a stitching kit, and similar items. It contains everything needed to assist with minor household medical emergencies. The box is imbued with healing magic, and all items within it absorb some of this energy. When items are used, the healing process is accelerated tenfold. Cuts that take a week to heal fully heal in less than a day. Headaches disappear almost instantly. Other minor medical emergencies achieve the same healing results and speed from this miraculous box.
79	The **Gate of Tranquility** is a wooden gate attached to a fence in the front yard of a house that must be opened and passed through to enter the house. It is made of elm and painted white. The gate contains magic to quiet a person’s mind when passing through it on the way to the house, ensuring that the visit will be peaceful. The gate takes its magic back when the person passes through it again on the way out.
80	The Painting of Reflected Reality is a large 4’x6’ painting taking a prominent position on the wall. It is in a metal frame with several small, almost invisible buttons on the bottom of the frame. Each button is linked to a different natural location in the world. Pushing one might show a forest, the beach, the mountains, or any other wild scene attached to the picture. The settings are shown in real-time. The painting shows what is happening at that location in clear detail.
81	The **Chicken Bones of Curative** Broth is a collection of chicken bones in a mesh bag.

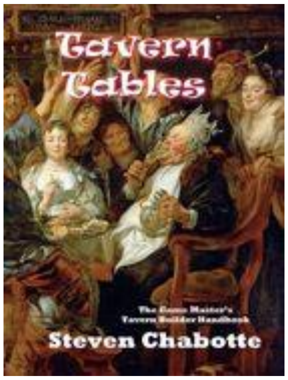
	The bones, bag and all, can be tossed into a gallon of water and boiled for one hour to make a delicious chicken-flavored broth that cures all diseases when the entire gallon is sipped over the course of a day. The bones can be dried out and used again once per day.
82	The **Ladle of Hard Cider** is a copper-plated iron ladle covered with etchings of people sitting under an apple tree tipping back a jug to quench their thirst. The ladle can be dipped into a pot of apple cider to scoop out a portion. As it is poured from the pot to the glass, it turns from regular cider into hard cider with an alcohol content similar to ale.
83	The **Lamp of Darkness** is a normal-looking lamp with a tin base to hold the oil, a glass chamber containing the wick, and a tin top with a handle. A small screw-on cap in the base is opened to add oil, and a button on the opposite side is pushed to light the wick and adjust its flame. The lamp emits darkness within a 30' radius per the darkness spell. The person holding the lamp can see clearly in the magical darkness.
84	The **Mirror of Reflection** is a normal floor-to-ceiling mirror mounted to the wall with simple braces. The mirror reflects the room and all who are in it as expected. Someone looking closely may notice a tiny imperfection in the mirror's center. One can touch that spot and then step into the mirror. The mirror is the entrance to a safe room where people can flee if attacked. The safe room has enough supplies to support ten people for a week. After the first person passes through, that person must permit each additional person as a safeguard to prevent the attackers from passing through. The people in the safe room can leave anytime, even if the mirror is smashed.
85	The **Piano of Secrets** is a grand piano that is perfectly tuned and so highly polished that the smooth black surface acts as a mirror. Each hammer is etched with a faint rune. A misty doorway forms nearby when played in the proper sequence, leading to a secret pocket dimension. The doorway closes after one minute. Any in the hidden dimension can see and step back into the original location at any time.
86	The **Bonsai of Life** is a small bonsai oak tree, just six inches tall. It is in a rectangular clay pot filled with soil and covered with glued stones to protect the roots. Once per day, the tree produces 1D3 acorns. Each acorn supplies a humanoid's nutrition (food and water) needs for one day. Each acorn stays viable for one week.
87	The **Gourd of Interaction** is a dried, hollowed-out squash. It has a small circular hole drilled in it to give a view of the entire rounded bottom area. When one peeks into the hole, that person's mind is transported into the gourd to participate in ongoing entertainment as a secondary personality. The show can last for hours, but it is only a moment in real time. A different scenario is experienced each time one looks into the gourd.
88	The Book of Party Planning is a colorful pink-covered book filled with pages of party ideas for young and old.

	When the book is turned so the spine faces the ceiling and then shaken, it spits out and sets up everything needed for the party pictured in the book holder's mind. The party supplies, food, drink, and everything else last twelve hours. Afterward, any remains simply disappear.
89	The **Bell of Solitude** is a small glass bell with a peaceful pastoral scene painted on its surface. When the bell is rung, the ringers' mind is transported to a peaceful location for what seems to be hours. It is actually only seconds, but the peace of mind gained by the experience is profound.
90	The **Canvas of Creation** is a blank 2'x3' stretched piece of canvas. The stretch frame is filled with tiny runes carved into all its sides. When a brush is dipped in water and painted over the canvas, the image in the painter's mind forms on the canvas, creating a perfect representation of that picture. The quality is that of a professional artist. Any time someone wishes to create a new work of art, the canvas just needs to be shaken to restore its clean slate.
91	The **Endless Salt Block** is a block of salt with a hole in its center and a rope tied through it. This handy kitchen gadget is a magical spice block that never runs out. Hold it over a dish, grate a bit of the block over the food, and it becomes perfectly seasoned.
92	**Everlasting Ice** is a 1' cube of ice wrapped in a piece of oilcloth. The ice never shrinks and never gets warm or melts. Chunks can be broken off to place in a glass of water or other container and grow back instantly.
93	The **Chest of Boredom** is a plain wooden chest. It looks dusty, banged up, and in a poor state of repair. The chest's magic makes it look almost worthless and very easy to overlook. Even if it is noticed and opened, the items inside look as ratty as the chest itself. The reality is far different. The trunk is actually in perfect condition, and its magic makes it and anything, even valuables, look like worthless junk.
94	The **MultiTool** is a simple-looking hammer with a wooden handle. Its steel head is lightly etched with a team constructing a building. This special tool morphs into the perfect tool for the job, whether a hammer, shovel, axe, saw, or any other hand tool. When its work is done, it reverts to its hammer form.
95	The **Mirror of the Best Self** is a nice silver-backed mirror in a pretty frame. The frame is carved to show happy scenes. Staring in the mirror for just a few minutes a day boosts one's attitude for the day. Staring into the mirror ten minutes a day over time delivers positive changes in that person's life.

96	The **Ball of Solutions** is a hand-sized black ball filled with green liquid and a small tablet that can be seen through a clear pane. The ball has oracular properties. If asked a question, it will offer a simple and generally cryptic answer. The answer is always correct but can easily be misunderstood.
97	The **Masque of Masks** is a harlequin mask designed in bright-colored ceramic. It fits over the head and face. When one places the mask on the head, it activates and allows this person to form a perfect disguise that lasts for one hour. The disguise fades away when the time runs out, or the mask is removed.
98	The **Green Stick** is a walking stick carved from a vine and painted green. Its top is shaped like a thumb. When a field is freshly plowed, a person can use the green stick to punch holes in the churned dirt. Each place a hole is punched is where a food plant will grow. It will grow strong and be very prolific in its food production.
99	The **Fork of Truthfulness** is a plain-looking fork that is an almost perfect match for the other forks in the owner's silverware set. The only difference is that one of the tines is slightly shorter than the others. When someone uses this fork during a meal, it forces that person to answer all questions truthfully. The magic is subtle enough that the person doesn't even realize that a magical manipulation is happening.
100	The **Doorknob of History** is regular-looking. It has a handle and a lock, but nothing would make it stand out from the doorknob on any other house in the neighborhood. The doorknob records everything it sees outside the front of the door up to twenty feet distant. A button on the inside of the door can be pressed to allow it to play back what it saw since the last time the button was pressed. It only records significant motion. It does not catch a bird flying by, for instance.

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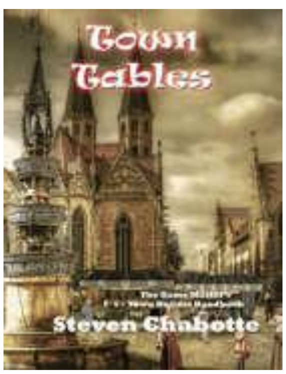
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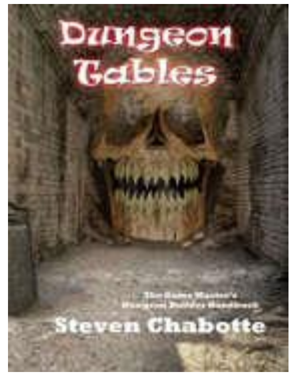
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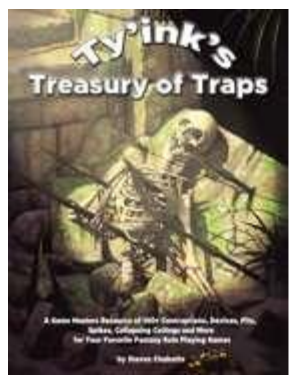
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